

Set Up:

1. Place a chair in center of room
2. Ask students to pick a place around the chair, spreading themselves out evenly about two steps away from one another
3. Explain general rules
4. Explain game specific rules
5. Ask students to close eyes
6. Give two students the sticky note pads
7. Count to 3 to start game

General Rules:

1. There are two plasmids the good one is green and the bad one is red each is represented by a sticky note
2. To spread a plasmid you must have one of the sticky note pads. Find a neighbor within 2 steps of you and give them the sticky note pad while keeping one sticky note for yourself.
3. Plasmids spread slowly, to demonstrate this you must do one of two moves to spread your plasmid. For the green plasmid you must shake your partner's hand and exchange the plasmid using your other available hand [demonstrate]. For the red plasmid the person with the plasmid "sticky note pad" must beat their partner at rock paper scissors.

Game 1 Rules:

In this game, once you have a single plasmid (1 sticky note not the sticky note pad) you are done and must sit down. You win if you are on the team that spreads their plasmid to the most people.

Game 2 Rules:

In this game, once you have a single green plasmid you are done and must sit down. The green team can spread its plasmid to players on the red team. See how many red plasmids can survive once the green plasmid can no longer spread.

Game 3 Rules:

In this game the goal of the red team is to infect the tree by "spreading" the plasmid to the tree and the goal of the green team is to protect the tree. Only players 2 steps away from the tree can infect the tree. Again you are out once you have a green plasmid. See which team wins.